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MEGA MAN 3

INSTRUCTION BOOKLET

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This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

CAUTION: This Game Pak may only be used with the MATTEL or NES VERSIONS of the Nintendo Entertainment System.

PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

Note: In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Thank you for selecting the MEGA MAN 3★ Game Pak for your Nintendo Entertainment System™.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

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GETTING STARTED

1. Insert the Mega Man 3 Game Pak into your Nintendo console and turn it on. The title screen appears.
2. At the title screen, press **Select** on your controller to choose a **Normal** game mode.
   Then press **Start**.
3. Now you can begin a new game, or use a password to continue a game you've played before.

   To begin a new game, move the marker to **Start**, then press **Start** on your controller.

   To continue a game with Password, see *Using Your Password* later in this manual.)
4. On the next screen, you're surrounded by mug shots of the 8 Robot Masters. Use the control pad to choose your opponent. Then press **Start** and get ready for action!
5. To end the game at any time, turn off your Nintendo console.

METAL ATTACK

"Calling Mega Man! Calling Mega Man! Come in please!

"Mega Man, we need you! We're down to the wire on our peace-keeping project. We've got to get those last energy crystals or we can't finish it. Dr. Wily is here now, too... Yes... he's finally found his sanity. He knows where the crystals are! They're in the mining worlds, but we can't get to 'em. The robots are running amok and they're destroying everything!

"You've got to get there, Mega Man, and get those crystals! You'll have to face some pretty mean metal. Expect the worst! Is Rush there with you? Give him a bolt to chew on and tell him it's from us. What's that -- we must be getting static-- sounds like you said 'Woof!'

"Mega Man, get to those mining worlds pronto! Grab the crystals and stop whoever's in charge. He's one lunatic guy!

"This is Dr. Light. Over and out!"

CONTROLLING MEGA MAN

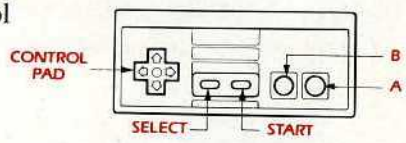
Move left or right — Press the control pad **LEFT** or **RIGHT.**

Climb up or down — Press the control pad **UP** or **DOWN**.

Jump — Press button **A**. Press the control pad while jumping to move left or right. The longer you hold down the button, the higher you'll jump.

Fire weapons — Press button **B**. Press buttons **A** and **B** together to fire while jumping. You can fire at any time, even while climbing.

Slide left or right — Press the control pad **DOWN** and**LEFT** or **RIGHT**, then press button **A**.



PLAYING THE GAME

Battle your way through a mad onslaught of crazed machinery. The Robot Masters pour on more insane weapons than you can believe! They clank, buzz, crawl, shoot, and blast from every direction. Explore every room and corridor. Climb every ladder. Dodge, slide, leap, and fire to blast your attackers or at least get away!

You start the round with 3 chances to make it through. Watch your Energy Meter at the top left corner of the screen. Your energy drains away as you take the crushing blows your foes dish out. Good thing you've got a steel noggin!

Pick up Energy Tanks, Energy Pellets, and Surprise Boxes to gain back energy and chances. When your energy runs out, you lose one chance and the round ends. If you have chances left, you'll start again.

Energy Tank

Surprise Box

Energy Pellet

cont.

PLAYING THE GAME (cont.)

Keep going! Destroy all the robot fiends in this level, and you'll face the diabolical Robot Master. His Energy Meter appears to the right of yours, so you can keep an eye on who's winning!

If you lose all your chances, the game ends. But if you demolish the Robot Master, you gain his weapons and capture the energy crystals from his world. Then you can take on the next maniac!

POWER UP!

Press **Start** at any time to see your Weapons Box. Then press the control pad in any direction to move the flasher. When the item you want is flashing, press **Start** again.

Arm Cannon - Choose this to fire Mega Man's arm cannon. The bar shows how much energy you have left.

Chances Left - Shows how many more chances you have to succeed.

Reserve Energy - Choose this to fill up the energy bars in all your weapons. Get more energy by picking up Energy Tanks during the fight.

Robot Masters' Weapons - As you defeat the Robot Masters, you gain their weapons and the bars stack up here. Choose the weapon you need for the counterattack and go to it! An Energy Bar for the weapon you're using appears to the left of your weapon on the game screen.

Next - Choose this and press **Start** to see more Robot Masters' weapons. The next Weapons Box slides on screen. You can also get help from your MegaDog, Rush. Read on to find out how.

RUSH TO THE RESCUE!

Rush can change into mighty machines that get you through tough spots. When you see his Weapons Box, press the control pad up or down to choose one of his machines. Then press **Start** and you're back in battle!

RC- Rush turns into a springboard for high jumps.

RM - Rush's submarine keeps you alive underwater.

RJ - In Rush's jet, the sky's the limit.

Note: This box also shows the chances and energy you have left. Select **Next** to return to the first Weapons Box.

When you're back in battle, press button **B**. Rush drops to your side in the form you've chosen. Jump on him and get going!

- Jump on the springboard to bounce high.
- Use the control pad to maneuver the submarine and jet. Press button **A** to jump, and **B** to fire.

Rush has been sent to obedience school, so he disappears when you don't need him anymore.

USING YOUR PASSWORD

When you annihilate a Robot Master, you can see a secret password. Use the control pad to select **Password**, then press **Start**. (If you don't want to see the password, choose **Stage Select** and press **Start**. You'll return to the screen where you can choose another opponent.)
When the password appears, write it down or memorize it. The next time you play Mega Man 3, you can use it to continue the game from this exact point. Here's how:

1. Choose **Password** from the beginning screen.
2. On the next screen, use the control pad to move the marker in the grid. Press button **A** on each space you need for your password. (If you mark a space by mistake, press button **B** to "unmark" it.) The box at the lower right shows how many spaces you need to mark.
3. When you're done, press **Start**. the last game you played will continue from the point where you saw the password.

ROBOT MASTERS

Magnet Man

Snake Man

Needle Man

Hard Man

ROBOT MASTERS

Top Man

Gemini Man

Spark Man

Shadow Man

NUT AND BOLTS FOR WINNING

- Fire past obstacles when you can to hit the enemy at long range.
- If you start falling, press the control pad UP-LEFT or UP-RIGHT. You might be able to save yourself.
- When Mega Man is damaged, he can't be hurt for a second or two. Use this time to get past tough spots.
- Figure out how your enemies' weapons can help you. Then go after the Robot Masters in the right order to get the weapons you need for the next battle.

MEMO

MEMO

MEMO

90-DAY LIMITED WARRANTY
Nintendo Entertainment System GAME PAKS

BANDAI UK LTD. ("BANDAI") warrants to the original consumer purchaser that the Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, BANDAI will repair or replace the defective Pak, at its option, free of charge.

To receive this warranty service, return the Pak postage prepaid, insured, and with proof of the date of purchase to:

BANDAI UK LTD.
P.O. BOX 104
Fareham, Hants
PO16 8UR
England

Paks returned without proof of the date of purchase or after the 90-day limited warranty period will, at the option of BANDAI, be repaired at the service charge then in effect for out-of-warranty repair. Call (0329) 822662 for the amount of this charge. Payments must be made by cheque or money order, payable to BANDAI UK LTD.

This warranty shall not apply if the Pak has been damaged by negligence, accident, abuse or modification subsequent to purchase.

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Nintendo®

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